

Math Playground Alien Angles



Math Playground Alien Angles: Mastering Geometry Through Fun

Are you ready for an intergalactic adventure in geometry? Forget dry textbooks and tedious worksheets! This post dives deep into the wildly popular "Alien Angles" game on Math Playground, exploring its educational value, strategic gameplay, and how you can use it to boost your understanding of angles, geometry, and problem-solving skills. We'll cover everything from basic strategies to advanced techniques, ensuring you become a true Alien Angles champion. Get ready for liftoff!

What is Math Playground Alien Angles?

Math Playground Alien Angles is a free online game that cleverly integrates geometry concepts into an engaging and fun format. The objective is simple: successfully navigate your alien spaceship through a field of asteroids by correctly identifying and inputting angles. Each level presents a unique challenge, increasing in difficulty as you progress. The game's intuitive interface and vibrant graphics make learning geometry a truly enjoyable experience, even for those who typically find math challenging.

Understanding the Core Mechanics: Angles and Rotation

The heart of Alien Angles lies in its accurate representation of angles and their impact on direction. You'll be using your understanding of degrees (from 0° to 360°) to precisely rotate your spaceship. Understanding the following concepts is crucial for success:

Acute Angles: Angles less than 90° . These will result in smaller turns.

Right Angles: Angles exactly 90° . These represent quarter turns.

Obtuse Angles: Angles greater than 90° but less than 180° . These will result in larger turns.

Reflex Angles: Angles greater than 180° but less than 360° . These are often used for sharp turns in the opposite direction.

Full Rotation (360°): A complete circle. Understanding this is important for strategic navigation.

Level Progression and Increasing Difficulty

The game cleverly progresses through increasingly difficult levels. Early levels focus on simple angle identification and basic maneuvers. As you advance, you'll encounter:

More Complex Asteroid Fields: Navigating tight spaces requires precise angle calculations.

Time Limits: Adding a time constraint forces you to think quickly and efficiently.

Obstacles: New obstacles, like laser beams or gravitational pulls, introduce additional strategic layers.

Mastering earlier levels builds a solid foundation for tackling these advanced challenges.

Strategies for Mastering Alien Angles

Becoming an Alien Angles pro requires more than just knowing angles; it necessitates strategic thinking:

Planning Ahead: Don't just react to each asteroid; anticipate your path and plan several turns in advance.

Utilizing Reflex Angles: Don't be afraid to use reflex angles for sharp turns, particularly in tight spaces.

Practice Makes Perfect: The more you play, the better you'll become at estimating angles and making quick decisions.

Breaking Down Complex Turns: For very sharp turns, consider breaking them down into smaller, easier-to-manage angles.

Learning from Mistakes: Analyze your failed attempts. What went wrong? How can you avoid making the same mistake next time?

The Educational Value of Alien Angles

Beyond its entertainment value, Alien Angles provides significant educational benefits:

Hands-on Learning: It transforms abstract geometric concepts into a practical, interactive experience.

Improved Spatial Reasoning: The game enhances your ability to visualize angles and their impact on movement.

Problem-Solving Skills: Navigating challenging levels develops crucial problem-solving and critical thinking skills.

Increased Engagement: The engaging gameplay makes learning fun and motivates students to practice.

Reinforcement of Geometry Concepts: It reinforces previously learned concepts in a dynamic and memorable way.

Conclusion

Math Playground Alien Angles is more than just a game; it's a powerful tool for learning geometry and developing essential problem-solving skills. Its engaging gameplay and progressive difficulty levels make it accessible to a wide range of learners, from beginners to advanced students. So, fire up your spaceship, and get ready to blast off into the exciting world of angles!

FAQs

Q1: Is Alien Angles suitable for all ages?

A1: While the basic concepts are easily grasped by younger children, the increasing difficulty levels make it suitable and engaging for a wide age range, from elementary school students to high schoolers.

Q2: Do I need to create an account to play Alien Angles?

A2: No, Alien Angles is a completely free game that can be played directly in your browser without any registration or account creation.

Q3: Can Alien Angles be used in a classroom setting?

A3: Absolutely! It's a fantastic educational tool that can be easily integrated into math lessons to enhance engagement and understanding of angles.

Q4: Are there any similar games to Alien Angles?

A4: While Alien Angles is unique in its specific approach, Math Playground itself offers several other geometry-focused games, and many other educational websites offer similar interactive learning experiences.

Q5: What are some tips for improving my score in Alien Angles?

A5: Focus on planning your trajectory in advance, utilize reflex angles strategically, and practice consistently to improve your angle estimation and reaction time. Remember, the more you play, the better you'll get!

math playground alien angles: Teaching Children Mathematics , 2009-08

math playground alien angles: *Symposium Proceedings Innovative Teaching Practices* Janina Morska, Alan Rogerson, 2023-06-14 This volume contains the papers presented at the International Symposium: Innovative Teaching Practices held on August 14-18 2023 in The Queen's College, Oxford University. The Symposium was organized by The Mathematics Education for the Future Project - an international philanthropic project founded in 1986 and dedicated to innovation in mathematics, science, computer and statistics education.

math playground alien angles: Blindsight Peter Watts, 2006-10-03 Hugo and Shirley Jackson award-winning Peter Watts stands on the cutting edge of hard SF with his acclaimed novel, *Blindsight* Two months since the stars fell... Two months of silence, while a world held its breath. Now some half-derelict space probe, sparking fitfully past Neptune's orbit, hears a whisper from the edge of the solar system: a faint signal sweeping the cosmos like a lighthouse beam. Whatever's out there isn't talking to us. It's talking to some distant star, perhaps. Or perhaps to something closer, something en route. So who do you send to force introductions with unknown and unknowable alien intellect that doesn't wish to be met? You send a linguist with multiple personalities, her brain surgically partitioned into separate, sentient processing cores. You send a biologist so radically interfaced with machinery that he sees x-rays and tastes ultrasound. You send a pacifist warrior in the faint hope she won't be needed. You send a monster to command them all, an extinct hominid predator once called vampire, recalled from the grave with the voodoo of recombinant genetics and the blood of sociopaths. And you send a synthesist—an informational topologist with half his mind gone—as an interface between here and there. Pray they can be trusted with the fate of a world. They may be more alien than the thing they've been sent to find. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

math playground alien angles: Itinerarios didácticos para la enseñanza de las matemáticas (6-12 años) Àngel Alsina i Pastells, 2019-03-28 Se focaliza en qué matemáticas enseñar en educación primaria y cómo enseñarlas. Los primeros capítulos explican qué es la competencia matemática y cómo desarrollarla a través de una planificación y gestión de actividades ajustadas a las necesidades reales para aprender matemáticas. Los capítulos centrales abordan los bloques de contenido: numeración y cálculo, álgebra temprana, geometría, medida, estadística y probabilidad. Cada capítulo incluye los conocimientos más importantes, una secuenciación de contenidos por niveles e itinerarios didácticos de enseñanza en los que se describen una gran variedad de recursos organizados en tres niveles: 1) contextos informales (situaciones reales, materiales manipulativos y juegos); 2) contextos intermedios (recursos literarios y tecnológicos, como applets, robots educativos programables, etc.); 3) contextos formales: recursos gráficos, para avanzar hacia la formalización del conocimiento matemático. El último capítulo ofrece orientaciones y recursos específicos para la evaluación de la competencia matemática.

math playground alien angles: The Software Encyclopedia , 1988

math playground alien angles: *Battlefield Earth* L. Ron Hubbard, 2016-06-06 Sadistic Aliens... ...Man is an endangered species. Is it the end of the world or the rebirth of a new one? In the year A.D. 3000, Earth is a dystopian wasteland. The great cities stand crumbling as a brutal reminder of

what we once were. When the Psychlos invaded, all the world's armies mustered little resistance against the advanced alien weapons. Now, the man animals serve one purpose. Do the Psychlos' bidding or face extinction. One man, Jonnie Goodboy Tyler, has a plan. They must learn about the Psychlos and their weapons. He needs the other humans to follow him. And that may not be enough. Can he outwit his Psychlo captor, Terl? The fate of the Galaxy lies on the Battlefield of Earth. Get it now. "Pulse-pounding mile-a-minute sci-fi action-adventure that does not stop. It is a masterpiece of popular adventure science fiction." —Brandon Sanderson "Battlefield Earth is like a 12-hour 'Indiana Jones' marathon. Non-stop and fast-paced. Every chapter has a big bang-up adventure." —Kevin J. Anderson (co-author of the Dune Sagas) "Over 1,000 pages of thrills, spills, vicious aliens and noble humans. I found Battlefield Earth un-put-downable." —Neil Gaiman

math playground alien angles: McGraw-Hill My Math, Grade 4, Student Edition, Volume 1 McGraw-Hill Education, 2011-07-06 This set provides the consumable Student Edition, Volume 1, which contains everything students need to build conceptual understanding, application, and procedural skill and fluency with math content organized to address CCSS. Students engage in learning with write-in text on vocabulary support and homework pages, and real-world problem-solving investigations.

math playground alien angles: The Dynamic of Play and Horror in Adorno's Philosophy Bence Józsuá Kun, 2023-10-04 Long before Wittgenstein drew attention to its complexities, the concept of play had captured the interest of theorists for millennia. How do games contribute to our knowledge of the world? Wherein lies their universal appeal? Play is usually associated with a certain blitheness and buoyancy - could it nevertheless be argued that playfulness is not quite as innocent as it might seem? Bence Kun draws on Adorno's writings to explore the relation between philosophical play (understood here as imaginative thought as well as experimental expression) and an experience of dread Adorno links to children's first encounter with death. By investigating his less familiar works, some of which have not yet been translated, Kun challenges the received view on Adorno's approach to metaphysics, the role of systematic inquiry and the modern condition. As he has Adorno say, the originary impression of shock at the heart of philosophical reflection can only be fully apprehended through an open-ended and defiantly creative intellectual practice.

math playground alien angles: Build It, Make It, Do It, Play It! Catharine Bomhold, Terri Elder, 2014-06-30 A valuable, one-stop guide to collection development and finding ideal subject-specific activities and projects for children and teens. For busy librarians and educators, finding instructions for projects, activities, sports, and games that children and teens will find interesting is a constant challenge. This guide is a time-saving, one-stop resource for locating this type of information—one that also serves as a valuable collection development tool that identifies the best among thousands of choices, and can be used for program planning, reference and readers' advisory, and curriculum support. Build It, Make It, Do It, Play It! identifies hundreds of books that provide step-by-step instructions for creating arts and crafts, building objects, finding ways to help the disadvantaged, or engaging in other activities ranging from gardening to playing games and sports. Organized by broad subject areas—arts and crafts, recreation and sports (including indoor activities and games), and so forth—the entries are further logically organized by specific subject, ensuring quick and easy use.

math playground alien angles: Democracy and Education John Dewey, 1916 . Renewal of Life by Transmission. The most notable distinction between living and inanimate things is that the former maintain themselves by renewal. A stone when struck resists. If its resistance is greater than the force of the blow struck, it remains outwardly unchanged. Otherwise, it is shattered into smaller bits. Never does the stone attempt to react in such a way that it may maintain itself against the blow, much less so as to render the blow a contributing factor to its own continued action. While the living thing may easily be crushed by superior force, it none the less tries to turn the energies which act upon it into means of its own further existence. If it cannot do so, it does not just split into smaller pieces (at least in the higher forms of life), but loses its identity as a living thing. As long as it endures, it struggles to use surrounding energies in its own behalf. It uses light, air, moisture, and

the material of soil. To say that it uses them is to say that it turns them into means of its own conservation. As long as it is growing, the energy it expends in thus turning the environment to account is more than compensated for by the return it gets: it grows. Understanding the word control in this sense, it may be said that a living being is one that subjugates and controls for its own continued activity the energies that would otherwise use it up. Life is a self-renewing process through action upon the environment.

math playground alien angles: Mindstorms Seymour A Papert, 2020-10-06 In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

math playground alien angles: Sophie's World Jostein Gaarder, 2007-03-20 A page-turning novel that is also an exploration of the great philosophical concepts of Western thought, Jostein Gaarder's Sophie's World has fired the imagination of readers all over the world, with more than twenty million copies in print. One day fourteen-year-old Sophie Amundsen comes home from school to find in her mailbox two notes, with one question on each: Who are you? and Where does the world come from? From that irresistible beginning, Sophie becomes obsessed with questions that take her far beyond what she knows of her Norwegian village. Through those letters, she enrolls in a kind of correspondence course, covering Socrates to Sartre, with a mysterious philosopher, while receiving letters addressed to another girl. Who is Hilde? And why does her mail keep turning up? To unravel this riddle, Sophie must use the philosophy she is learning—but the truth turns out to be far more complicated than she could have imagined.

math playground alien angles: The School of Numbers Emily Hawkins, 2019-03-05 Greetings Cadet! Congratulations on being accepted into the prestigious Astro Academy for math! Now strap on your space boots, secure your helmet and let's get ready for a mathematical journey like no other! Hop on board the spaceship School of Numbers and head off on an intergalactic mathematical journey that will introduce young readers to key concepts including arithmetic, shapes, fractions, percentages, and sequences. Six eccentric professors will teach budding space mathematic Cadets all there is to know about the world of numbers! Meet Captain Archimedes Brown who keeps everyone in order; Lois Carmen Denominator who's got a passion for fractions; Di Ameter who's a stickler for geometry; Al Jabra who loves algebra; Ava Ridge who's looney for statistics; and last but certainly not least, Adam Up who just can't get enough of arithmetic! Float into this gravity-free classroom, prepare yourself for antics aplenty and get ready to see math in action like never before.

math playground alien angles: Mathematics for Game Developers Christopher Tremblay, 2004 The author introduces the major branches of mathematics that are essential for game development and demonstrates the applications of these concepts to game programming.

math playground alien angles: Mobile Technologies and Augmented Reality in Open Education Kurubacak, Gulsun, Altinpulluk, Hakan, 2017-02-22 Novel trends and innovations have enhanced contemporary educational environments. When applied properly, these computing advances can create enriched learning opportunities for students. Mobile Technologies and Augmented Reality in Open Education is a pivotal reference source for the latest academic research on the integration of interactive technology and mobile applications in online and distance learning environments. Highlighting scholarly perspectives across numerous topics such as wearable

technology, instructional design, and flipped learning, this book is ideal for educators, professionals, practitioners, academics, and graduate students interested in the role of augmented reality in modern educational contexts.

math playground alien angles: Humanizing Mathematics and its Philosophy Bharath Sriraman, 2017-11-07 This Festschrift contains numerous colorful and eclectic essays from well-known mathematicians, philosophers, logicians, and linguists celebrating the 90th birthday of Reuben Hersh. The essays offer, in part, attempts to answer the following questions set forth by Reuben himself as a focus for this volume: Can practicing mathematicians, as such, contribute anything to the philosophy of math? Can or should philosophers of math, as such, say anything to practicing mathematicians? Twenty or fifty years from now, what will be similar, and what will, or could, or should be altogether different: About the philosophy of math? About math education? About math research institutions? About data processing and scientific computing? The essays also offer glimpses into Reuben's fertile mind and his lasting influence on the mathematical community, as well as revealing the diverse roots, obstacles and philosophical dispositions that characterize the working lives of mathematicians. With contributions from a veritable "who's who" list of 20th century luminaries from mathematics and philosophy, as well as from Reuben himself, this volume will appeal to a wide variety of readers from curious undergraduates to prominent mathematicians.

math playground alien angles: Death's End Cixin Liu, 2016-09-20 Mutually assured destruction has led to decades of peace between humanity and the Trisolarans, but a new force is awakening and this delicate balance can no longer hold... Half a century after the Doomsday Battle, the uneasy balance of Dark Forest Deterrence keeps the Trisolaran invaders at bay. Earth enjoys unprecedented prosperity due to the infusion of Trisolaran knowledge. With human science advancing daily and the Trisolarans adopting Earth culture, it seems that the two civilizations will soon be able to co-exist peacefully as equals without the terrible threat of mutually assured annihilation. But the peace has also made humanity complacent. Cheng Xin, an aerospace engineer from the early twenty-first century, awakens from hibernation in this new age. She brings with her knowledge of a long-forgotten program dating from the beginning of the Trisolar Crisis, and her very presence may upset the delicate balance between two worlds. Will humanity reach for the stars or die in its cradle? *Death's End* is the New York Times bestselling conclusion to Cixin Liu's tour-de-force series that began with *The Three-Body Problem*. *The War of the Worlds* for the twenty-first century . . . Packed with a sense of wonder. --The Wall Street Journal A meditation on technology, progress, morality, extinction, and knowledge that doubles as a cosmos- in-the-balance thriller. --NPR *The Remembrance of Earth's Past Trilogy* *The Three-Body Problem* *The Dark Forest* *Death's End* Other Books Ball Lightning (forthcoming)

math playground alien angles: *The Eerie Silence* Paul Davies, 2010-04-02 "Refreshing . . . A penetrating analysis of the assumptions that underlie SETI and the entire enterprise of searching for life beyond Earth." —Chris McKay, *Nature* Fifty years ago, a young astronomer named Frank Drake first pointed a radio telescope at nearby stars in the hope of picking up a signal from an alien civilization. Thus began one of the boldest scientific projects in history, the Search for Extraterrestrial Intelligence (SETI). After a half-century of scanning the skies, however, astronomers have little to report but an eerie silence—eerie because many scientists are convinced that the universe is teeming with life. Physicist and astrobiologist Paul Davies has been closely involved with SETI for three decades and chairs the SETI Post-Detection Taskgroup, charged with deciding what to do if we're suddenly confronted with evidence of alien intelligence. He believes the search so far has fallen into an anthropocentric trap—assuming that an alien species will look, think, and behave much like us. In this provocative book Davies refocuses the search, challenging existing ideas of what form an alien intelligence might take, how it might try to communicate with us, and how we should respond if it does. "Paul Davies gives us a panoramic view of the quickening search for cosmic company—a fascinating tale stuffed with novel ideas about the nature of intelligence far beyond our own." —Seth Shostak, Senior Astronomer, SETI Institute "An immensely readable investigation of the SETI enterprise . . . [A] wonderful book." —New Scientist "A far-ranging look at

what might happen here on Earth when we make first contact. Highly recommended for both science fiction and astronomy buffs.” —Publishers Weekly

math playground alien angles: Reader's Digest Oxford Complete Wordfinder , 1996

math playground alien angles: Command Of The Air General Giulio Douhet, 2014-08-15 In the pantheon of air power spokesmen, Giulio Douhet holds center stage. His writings, more often cited than perhaps actually read, appear as excerpts and aphorisms in the writings of numerous other air power spokesmen, advocates and critics. Though a highly controversial figure, the very controversy that surrounds him offers to us a testimonial of the value and depth of his work, and the need for airmen today to become familiar with his thought. The progressive development of air power to the point where, today, it is more correct to refer to aerospace power has not outdated the notions of Douhet in the slightest. In fact, in many ways, the kinds of technological capabilities that we enjoy as a global air power provider attest to the breadth of his vision. Douhet, together with Hugh “Boom” Trenchard of Great Britain and William “Billy” Mitchell of the United States, is justly recognized as one of the three great spokesmen of the early air power era. This reprint is offered in the spirit of continuing the dialogue that Douhet himself so perceptively began with the first edition of this book, published in 1921. Readers may well find much that they disagree with in this book, but also much that is of enduring value. The vital necessity of Douhet’s central vision—that command of the air is all important in modern warfare—has been proven throughout the history of wars in this century, from the fighting over the Somme to the air war over Kuwait and Iraq.

math playground alien angles: The Classification of Quadrilaterals Zalman Usiskin, 2008-01-01 This monograph reports on an analysis of a small part of the mathematics curriculum, the definitions given to quadrilaterals. This kind of research, which we call micro-curricular analysis, is often undertaken by those who create curriculum, but it is not usually done systematically and it is rarely published. Many terms in mathematics education can be found to have different definitions in mathematics books. Among these are “natural number,” “parallel lines” and “congruent triangles,” “trapezoid” and “isosceles trapezoid,” the formal definitions of the trigonometric functions and absolute value, and implicit definitions of the arithmetic operations addition, subtraction, multiplication, and division. Yet many teachers and students do not realize there is a choice of definitions for mathematical terms. And even those who realize there is a choice may not know who decides which definition of any mathematical term is better, and under what criteria. Finally, rarely are the mathematical implications of various choices discussed. As a result, many students misuse and otherwise do not understand the role of definition in mathematics. We have chosen in this monograph to examine a bit of mathematics for its definitions: the quadrilaterals. We do so because there is some disagreement in the definitions and, consequently, in the ways in which quadrilaterals are classified and relate to each other. The issues underlying these differences have engaged students, teachers, mathematics educators, and mathematicians. There have been several articles and a number of essays on the definitions and classification of quadrilaterals. But primarily we chose this specific area of definition in mathematics because it demonstrates how broad mathematical issues revolving around definitions become reflected in curricular materials. While we were undertaking this research, we found that the area of quadrilaterals supplied grist for broader and richer discussions than we had first anticipated. The intended audience includes curriculum developers, researchers, teachers, teacher trainers, and anyone interested in language and its use.

math playground alien angles: Pioneering Women in American Mathematics Judy Green, Jeanne LaDuke, 2009 This book is the result of a study in which the authors identified all of the American women who earned PhD's in mathematics before 1940, and collected extensive biographical and bibliographical information about each of them. By reconstructing as complete a picture as possible of this group of women, Green and LaDuke reveal insights into the larger scientific and cultural communities in which they lived and worked. The book contains an extended introductory essay, as well as biographical entries for each of the 228 women in the study. The authors examine family backgrounds, education, careers, and other professional activities. They show that there were many more women earning PhD's in mathematics before 1940 than is

commonly thought. The material will be of interest to researchers, teachers, and students in mathematics, history of mathematics, history of science, women's studies, and sociology.--BOOK JACKET.

math playground alien angles: Living Proof Allison K. Henrich, Emille D. Lawrence, Matthew A. Pons, David George Taylor, 2019 Wow! This is a powerful book that addresses a long-standing elephant in the mathematics room. Many people learning math ask ``Why is math so hard for me while everyone else understands it?" and ``Am I good enough to succeed in math?" In answering these questions the book shares personal stories from many now-accomplished mathematicians affirming that ``You are not alone; math is hard for everyone" and ``Yes; you are good enough." Along the way the book addresses other issues such as biases and prejudices that mathematicians encounter, and it provides inspiration and emotional support for mathematicians ranging from the experienced professor to the struggling mathematics student. --Michael Dorff, MAA President This book is a remarkable collection of personal reflections on what it means to be, and to become, a mathematician. Each story reveals a unique and refreshing understanding of the barriers erected by our cultural focus on ``math is hard." Indeed, mathematics is hard, and so are many other things--as Stephen Kennedy points out in his cogent introduction. This collection of essays offers inspiration to students of mathematics and to mathematicians at every career stage. --Jill Pipher, AMS President This book is published in cooperation with the Mathematical Association of America.

math playground alien angles: Archaeology, Anthropology, and Interstellar Communication National Aeronautics Administration, Douglas Vakoch, 2014-09-06 Addressing a field that has been dominated by astronomers, physicists, engineers, and computer scientists, the contributors to this collection raise questions that may have been overlooked by physical scientists about the ease of establishing meaningful communication with an extraterrestrial intelligence. These scholars are grappling with some of the enormous challenges that will face humanity if an information-rich signal emanating from another world is detected. By drawing on issues at the core of contemporary archaeology and anthropology, we can be much better prepared for contact with an extraterrestrial civilization, should that day ever come.

math playground alien angles: Guided Math Workshop Laney Sammons, Donna Boucher, 2017-03-01 This must-have resource helps teachers successfully plan, organize, implement, and manage Guided Math Workshop. It provides practical strategies for structure and implementation to allow time for teachers to conduct small-group lessons and math conferences to target student needs. The tested resources and strategies for organization and management help to promote student independence and provide opportunities for ongoing practice of previously mastered concepts and skills. With sample workstations and mathematical tasks and problems for a variety of grade levels, this guide is sure to provide the information that teachers need to minimize preparation time and meet the needs of all students.

math playground alien angles: A Wrinkle in Time Madeleine L'Engle, 2010-04-01 NEWBERY MEDAL WINNER • TIME MAGAZINE'S 100 BEST FANTASY BOOKS OF ALL TIME • NOW A MAJOR MOTION PICTURE FROM DISNEY Read the ground-breaking science fiction and fantasy classic that has delighted children for over 60 years! A Wrinkle in Time is one of my favorite books of all time. I've read it so often, I know it by heart. —Meg Cabot Late one night, three otherworldly creatures appear and sweep Meg Murry, her brother Charles Wallace, and their friend Calvin O'Keefe away on a mission to save Mr. Murray, who has gone missing while doing top-secret work for the government. They travel via tesseract--a wrinkle that transports one across space and time--to the planet Camazotz, where Mr. Murray is being held captive. There they discover a dark force that threatens not only Mr. Murray but the safety of the whole universe. A Wrinkle in Time is the first book in Madeleine L'Engle's Time Quintet.

math playground alien angles: Moebius Noodles Yelena McManaman, Maria Droujkova, 2013-04-25 How do you want your child to feel about math? Confident, curious and deeply connected? Then Moebius Noodles is for you. It offers advanced math activities to fit your child's

personality, interests, and needs. Can you enjoy playful math with your child? Yes! The book shows you how to go beyond your own math limits and anxieties to do so. It opens the door to a supportive online community that will answer your questions and give you ideas along the way. Learn how you can create an immersive rich math environment for your baby. Find out ways to help your toddler discover deep math in everyday experiences. Play games that will develop your child's sense of happy familiarity with mathematics. A five-year-old once asked us, Who makes math? and jumped for joy at the answer, You! Moebius Noodles helps you take small, immediate steps toward the sense of mathematical power. You and your child can make math your own. Together, make your own math!--Publisher's website.

math playground alien angles: Perspectives on the Teaching of Geometry for the 21st Century C. Mammana, V. Villani, 2012-12-06 In recent years geometry seems to have lost large parts of its former central position in mathematics teaching in most countries. However, new trends have begun to counteract this tendency. There is an increasing awareness that geometry plays a key role in mathematics and learning mathematics. Although geometry has been eclipsed in the mathematics curriculum, research in geometry has blossomed as new ideas have arisen from inside mathematics and other disciplines, including computer science. Due to reassessment of the role of geometry, mathematics educators and mathematicians face new challenges. In the present ICMI study, the whole spectrum of teaching and learning of geometry is analysed. Experts from all over the world took part in this study, which was conducted on the basis of recent international research, case studies, and reports on actual school practice. This book will be of particular interest to mathematics educators and mathematicians who are involved in the teaching of geometry at all educational levels, as well as to researchers in mathematics education.

math playground alien angles: Steps to an Ecology of Mind Gregory Bateson, 2000 Gregory Bateson was a philosopher, anthropologist, photographer, naturalist, and poet, as well as the husband and collaborator of Margaret Mead. This classic anthology of his major work includes a new Foreword by his daughter, Mary Katherine Bateson. 5 line drawings.

math playground alien angles: The Percy Jackson and the Olympians, Book Three: Titan's Curse Rick Riordan, 2007-05 In this third book of the acclaimed series, Percy and his friends are escorting two new half-bloods safely to camp when they are intercepted by a mantichore and learn that the goddess Artemis has been kidnapped.

math playground alien angles: Autonomous Horizons Greg Zacharias, 2019-04-05 Dr. Greg Zacharias, former Chief Scientist of the United States Air Force (2015-18), explores next steps in autonomous systems (AS) development, fielding, and training. Rapid advances in AS development and artificial intelligence (AI) research will change how we think about machines, whether they are individual vehicle platforms or networked enterprises. The payoff will be considerable, affording the US military significant protection for aviators, greater effectiveness in employment, and unlimited opportunities for novel and disruptive concepts of operations. Autonomous Horizons: The Way Forward identifies issues and makes recommendations for the Air Force to take full advantage of this transformational technology.

math playground alien angles: Artificial Intelligence and Games Georgios N. Yannakakis, Julian Togelius, 2018-02-17 This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for self-study by industrial game developers and practitioners. The authors have developed a website (<http://www.gameaibook.org>) that complements the material covered in the book with up-to-date exercises, lecture slides and reading.

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Epic's rise to industry leader, thanks largely to his work on bestselling franchises Unreal and Gears of War (and, later, his input on a little game called Fortnite), as well as his own awkward ascent from shy, acne-riddled introvert to sports car-driving celebrity rubbing shoulders with Bill Gates. As he writes, "No one is weirder than a nerd with money." While the book is laced with such self-deprecating humor, Bleszinski also bluntly addresses the challenges that have long-faced the gaming community, including sexism and a lack of representation among both designers and the characters they create. Control Freak is a hilarious, thoughtful, and inspiring memoir. Even if you don't play games, you'll walk away from this book recognizing them as a true art form and appreciating the genius of their creators.

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